

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1 - 8. (Cancelled).

9. (Currently Amended) An image processing device comprising:

a processor for:

displaying a character model; [[and]]

displaying a ~~polygon model~~ a plurality of light source models  
illuminating the character model to create a plurality of  
shadow models;

displaying a plurality of gradation polygons that overlap with  
a portion of corresponding ones of the plurality of  
shadow models;

setting transparency values for the plurality of shadow  
models;

determining a first area of overlap of two or more of the  
plurality of gradation polygons, wherein the first area  
of overlap does not overlap the plurality of shadow  
models;

determining a second area of overlap of two or more of the  
plurality of gradation polygons and at least one of the  
plurality of shadow models; and

displaying the second area of overlap in a darker color than  
the first area of overlap.

~~for applying a transparency set to this character model,  
wherein said polygon model is applied to said  
character mode and when applying said character  
model to this polygon model, the image processing of  
half transparency is performed for said character  
model based on said transparency data.~~

10 - 16. (Cancelled).

17. (Previously Presented) An image processing device for performing an image processing movement which generates a shadow of a motion character moving on a display screen, when lights are irradiated onto the motion character by a plurality of light sources, comprising:

a shadow model modeling means for modeling a plurality of shadow models each having color information and a transparency of 100% designated corresponding to each of the plurality of light sources;

a gradation polygon modeling means for modeling a plurality of gradation polygons, each of the plurality of gradation polygons being modeled to overlap with corresponding ones of the plurality of shadow models, each of the plurality of shadow models being arranged above the corresponding ones of the plurality of gradation polygons, and each of the plurality of gradation polygons being set with a transparency of the corresponding ones of the plurality of shadow models;

a filter polygon modeling means for modeling a plurality of filter polygons for cutting off the transparency set to corresponding ones of the plurality of gradation polygons, each of the plurality of filter polygons overlapping a plurality of units of the plurality of shadow models and the plurality of gradation polygons, the plurality of filter

polygons having color information and a designated transparency of 0 %; and

a pixel generation means that generates pixels to represent the shadow of the motion character based on the plurality of units of the plurality of shadow models and the plurality of gradation polygons.

18 - 19. (Cancelled).

20. (Currently Amended) A method for processing an image, comprising:
- ~~displaying~~ providing a character model;
  - displaying a plurality of light source models illuminating the character model to create a plurality of shadow models;
  - displaying a plurality of gradation polygons that overlap with a portion of corresponding ones of the plurality of shadow models;
  - setting transparency values for the plurality of shadow models;
  - determining a first area of overlap of two or more of the plurality of gradation polygons, wherein the first area of overlap does not overlap the plurality of shadow models;
  - determining a second area of overlap of two or more of the plurality of gradation polygons and at least one of the plurality of shadow models; and
  - displaying the second area of overlap in a darker color than the first area of overlap.
- ~~providing a polygon model for applying a transparency set to said character model; and~~
- ~~applying said polygon model to said character model and when applying said character model to said polygon model, performing the image~~

~~processing of half transparency for said character model based on  
said transparency data.~~

21 - 27. (Cancelled).

28. (Previously Presented) A method for generating a shadow of a motion character moving on a display screen, comprising:

modeling a plurality of shadow models having color information and a transparency of 100% designated corresponding to each of a plurality of light sources that are irradiated onto the motion character;

modeling a plurality of gradation polygons, each of the plurality of gradation polygons being modeled to overlap with corresponding ones of the plurality of shadow models, each of the plurality of shadow models being arranged above the corresponding ones of the plurality of gradation polygons, and each of the plurality of gradation polygons being set with a transparency of the corresponding ones of the plurality of shadow models;

modeling a plurality of filter polygons for cutting off the transparency set to corresponding ones of the plurality of gradation polygons, each of the plurality of filter polygons overlapping a plurality of units of the plurality of shadow models and the plurality of gradation polygons, the plurality of filter polygons having no designated color information and a designated transparency of 0 %; and

generating pixels to represent the shadow of the motion character based on the plurality of units of the plurality of shadow models and the plurality of gradation polygons.